



Gynecaladriel

QUEEN OF THE WATER NYMPHOS LEVEL 1 NYMPHO ARDENT

AC **16**

FOR **12**

REF **10**

WIL **15**

STR **10**

CON **13**

DEX **10**

INT **10**

WIS **14**

CHA **18**

MOD **0**

MOD **1**

MOD **0**

MOD **0**

MOD **2**

MOD **4**

HP	/25	BLOOD	12
SURGES	8	VALUE	6
INITIATIVE	0	SPEED	6
PASS PER	12	PASS INT	12

ACROBATICS	-1	ENDURANCE	2	PERCEPTION	2
ARCANA	5	HEAL	7	RELIGION	0
ATHLETICS	-1	HISTORY	0	STEALTH	-1
BLUFF	4	INSIGHT	7	STREETWISE	4
DIPLOMACY	9	INTIMIDATE	4	THIEVERY	-1
DUNGEONEERING	2	NATURE	4	ACTIONS POINTS	1

FEATURES

WATERSOUL

BREATH UNDERWATER AND +2 TO SAVING THROWS. YOU SEXY EEL.

MANTLE OF ELATION

YOU AND ALLIES IN 5 GET +2 TO INTIMIDATE AND DIPLOMACY

SWIFTCURRENT

ONCE PER ENCOUNTER YOU CAN SLITHER UP TO YOUR SPEED OVER ANY KIND OF TERRAIN WITH NO PENALTY, OR DAMAGE.

EQUIPMENT

TRIDENT

CHAINMAIL BIKINI

STARFISH FAMILIAR

WILL LAY IN THE SPACE YOU OCCUPY, UNAFFECTED

POWERS

MELEE BASIC - AT WILL - STANDARD +2 VS AC 1D8 DAMAGE

RANGED BASIC - AT WILL - STANDARD +2 VS AC 1D8 DAMAGE

DEMORALIZING STRIKE - AT WILL - STANDARD +6 VS AC 1D8+4 DAMAGE

HIT: -2 PENALTY TO DEFENSES FOR A TURN AUG 1: EXTRA -1 PENALTY TO WILL AUG 2: CLOSE BURST 1, ALL CREATURES IN BURST

INTENT LAID BARE - AT WILL - STANDARD +6 VS AC 1D8+4 DAMAGE

HIT: TARGET CANNOT SHIFT AND YOU CAN SPEAK WITH IT TELEPATHICALLY FOR A TURN AUG 1: -2 ATTACK ROLLS AGAINST YOU AUG 2: 2D8+4, CANNOT SHIFT FOR A TURN AND IF IT MOVES YOU CAN SHIFT 1 SQUARE AS A FREE ACTION

ARDENT SURGE - ENCOUNTER X 2 - MINOR CLOSE BURST 5 HEALING

TARGET IS AROUSED, AND CAN SPEND A HEALING SURGE + 1D6 EXTRA HIT POINTS TARGET GAINS +1 TO ATTACK ROLLS UNTIL THE END OF YOUR NEXT TURN

ARDENT OUTRAGE - ENCOUNTER - NO ACTION CLOSE BURST 5

WHEN YOU'RE BLOODIED, ALL THOSE FIENDS AROUND YOU GRANT COMBAT ADVANTAGE!

IMPLANTED SUGGESTION - DAILY - STANDARD +6 VS WILL 2D8+4 DAMAGE

THOSE POOR BUGGERS WON'T KNOW WHAT HIT THEM WHEN YOU WOO THEM TO HIT THEMSELVES! HAHA, DID YOU SEE WHAT I DID THERE?

HIT: THE TARGET IS DAZED SAVE ENDS MISS: HALF DAMAGE

EFFECT: THE TARGET IS UNDER YOUR LOVE SAVE ENDS. WHILE UNDER THE SPELL, IF THE TARGET MAKES AN ATTACK, MAKE AN ADJACENT EMENY HIT HIM WITH BASIC MELEE



Titaniumus Anglesmith

FANCY MAN OF CORNWOOD LEVEL 1 WARFORGED KNIGHT

AC **18** FOR **17** REF **10** WIL **13**

STR **18** CON **17** DEX **10** INT **13** WIS **8** CHA **14**

MOD **5** MOD **1** MOD **0** MOD **0** MOD **-1** MOD **2**

HP **/28** BLOOD **14**

SURGES **10** VALUE **7**

INITIATIVE **0** SPEED **5**

PASS PER **9** PASS INT **9**

ACROBATICS **-2** ENDURANCE **6** PERCEPTION **-1**

ARCANA **0** HEAL **-1** RELIGION **0**

ATHLETICS **8** HISTORY **0** STEALTH **-2**

BLUFF **2** INSIGHT **-1** STREETWISE **2**

DIPLOMACY **2** INTIMIDATE **9** THIEVERY **-2**

DUNGEONEERING **-1** NATURE **-1** ACTIONS POINTS **1**

FEATURES

LIVING CONSTRUCT
NO NEED TO SLEEP

UNSLEEPING WATCHER
4 HOURS KICKIN' BACK WITH A CIGAR COUNTS AS REST

WARFORGED RESILIENCE
KICK THAT ONGOING DAMAGE WITH A +2 BONUS TO SAVING THROWS

DIRTY FIGHTING
GET SOME +4 MELEE DAMAGE TO UNSUSPECTING CHUMPS!

EQUIPMENT

LONGSWORD

METAL PLATE ARMOR

CHEST STORAGE OF HOLDING
CAN CARRY UP TO 100 LBS

POWERS

MELEE BASIC - AT WILL - STANDARD +9 VS AC 1D8+5 DAMAGE

RANGED BASIC - AT WILL - STANDARD +1 VS AC 1D4 DAMAGE

BATTLE WRATH - AT WILL - MINOR MARTIAL STANCE
YOUR SWEET CHAMPION POSE GIVES YOU A +2 DAMAGE BONUS TO BASIC ATTACKS

HAMMER HANDS - AT WILL - MINOR MARTIAL STANCE
YOUR SEXY ROBOT ARMS LET YOU PUSH AN ENEMY 1 SQUARE WHEN YOU HIT THEM WITH A BASIC ATTACK, AND THEN SHIFT TO FOLLOW THEM

DEFENDER AURA - AT WILL - MINOR AURA 1
THE STENCH OF BOOZE SURROUNDING YOU IS SO PUTRID THAT ENEMIES WITHIN THE AURA TAKE A -2 TO ATTACK ROLLS THAT DON'T INCLUDE YOU AS A TARGET

BATTLE GUARDIAN - AT WILL - OPPORTUNITY
IF AN ENEMY TRIES TO HIT AN ALLY DESPITE SUFFERING THE EFFECT OF YOUR AURA, MAKE SURE HE PAYS FOR IT WITH A MELEE BASIC ATTACK. IF YOU MISS, THE BASTARD TAKES 5 DAMAGE ANYWAY!

POWER STRIKE - ENCOUNTER - NO ACTION
IF YOU BASH AN ENEMY THAT'S PARTICULARLY ANNOYING, ADD AN EXTRA 1D8

WARFORGED RESOLVE - ENCOUNTER - MINOR HEALING
CHUG A HEALING BREW AND GAIN 3 TEMPORARY HIT POINTS AND MAKE A SAVING THROW AGAINST SOMETHING NASTY. IF YOU'RE LEAKING OIL GAIN 3 MORE



Frydo

HOLDER OF THE DODECALICIOUS LEVEL 1 HUMAN THEIF

AC **16**

FOR **13**

REF **17**

WIL **12**

STR **14**

CON **12**

DEX **18**

INT **8**

WIS **10**

CHA **12**

MOD **2**

MOD **1**

MOD **4**

MOD **-1**

MOD **0**

MOD **1**

HP **/24** BLOOD **12**

SURGES **7** VALUE **6**

INITIATIVE **4** SPEED **6**

PASS PER **10** PASS INT **10**

ACROBATICS	9	ENDURANCE	1	PERCEPTION	0
ARCANA	-1	HEAL	0	RELIGION	-1
ATHLETICS	7	HISTORY	-1	STEALTH	9
BLUFF	6	INSIGHT	0	STREETWISE	6
DIPLOMACY	1	INTIMIDATE	6	THIEVERY	9
DUNGEONEERING	0	NATURE	0	ACTIONS POINTS	1

FEATURES

SNEAK ATTACK

THROW IN AN EXTRA 2D6 DAMAGE AGAINST A TARGET YOU HAVE COMBAT ADVANTAGE ON

FIRST STRIKE

GET COMBAT ADVANTAGE AGAINST LAZY ENEMIES WHO HAVENT ACTED YET IN THE ENCOUNTER

FEIGN INJURY

SLIDE A GOON 1 SPACE WITH PASSED BLUFF CHECK AND GAIN ADVANTAGE

EQUIPMENT

DAGGER - THE EVISCERATOR

LEATHER UNDERWEAR ARMOR

THE DIE OF POWER

THE MOST BEAUTIFUL DIE YOU EVER DONE LAID EYES ON. SEE: POWERS

POWERS

MELEE BASIC - AT WILL - STANDARD **+7 VS AC 1D4+6 DAMAGE**

RANGED BASIC - AT WILL - STANDARD **+7 VS AC 1D4+6 DAMAGE**

AMBUSH TRICK - AT WILL - MOVE **MARTIAL - UNTIL END OF TURN**

YOU FLAIL YOUR ARMS, MOVE UP TO YOUR SPEED AND GAIN COMBAT ADVANTAGE AGAINST ENEMIES THAT HAVE NONE OF THEIR ALLIES ADJACENT WHEN YOU ATTACK

SNEAK'S TRICK - AT WILL - MOVE **MARTIAL**

MOVE UP TO YOUR SPEED - 2. POINT OUT SOMETHING IN THE DISTANCE, THEN MAKE A STEALTH CHECK TO HIDE YOUR BUTT BEHIND COVER

BACKSTAB - ENCOUNTER - FREE ACTION **MARTIAL**

IF YOU ARE TARGETING AN ENEMY WITH COMBAT ADVANTAGE IN 5 SQUARES AND STILL NEED HELP, ADD +3 TO ATTACK. IF YOU MANAGE TO HIT, ADD 1D6 DAMAGE

HEROIC EFFORT - ENCOUNTER - NO ACTION **MARTIAL**

IF YOU WHINE ENOUGH WHEN YOU MISS AN ATTACK OR FAIL A SAVING THROW, YOU CAN ADD +4 TO THE RESULT AND MAYBE IT'LL CHEER YOU UP

DIE OF POWER - DAILY - MINOR **1 CREATURE WITHIN 10 - ROLL A D6**

1 - TARGET TAKES -2 PENALTY TO ATTACK ROLLS UNTIL END OF IT'S NEXT TURN

2 - ROLL A D20 - EVEN: TARGET TAKES EQUAL DAMAGE ODD: TARGET HEALS EQUAL

3 - YOU KNOCK THE TARGET PRONE

4-5 - FIRST ATTACK TO HIT TARGET UNTIL END OF YOUR NEXT TURN HAS EXTRA 2D6

6 - THE TARGET AND ALL ADJACENT CREATURES TAKE 1D10 LIGHTNING DAMAGE



Leegola

HALF HORSE, HALF NAKED LEVEL 1 BARBARIAN CENTAUR

AC **16**

FOR **16**

REF **13**

WIL **11**

STR **18**

CON **14**

DEX **11**

INT **14**

WIS **13**

CHA **10**

MOD **4**

MOD **2**

MOD **0**

MOD **2**

MOD **1**

MOD **0**

HP	/29	BLOOD	14
SURGES	11	VALUE	7
INITIATIVE	0	SPEED	6
PASS PER	11	PASS INT	16

ACROBATICS	4	ENDURANCE	1	PERCEPTION	6
ARCANA	2	HEAL	1	RELIGION	2
ATHLETICS	8	HISTORY	2	STEALTH	-1
BLUFF	0	INSIGHT	1	STREETWISE	0
DIPLOMACY	0	INTIMIDATE	0	THIEVERY	-1
DUNGEONEERING	1	NATURE	8	ACTIONS POINTS	1

FEATURES

FEROCITY

SUCKER PUNCH AN ENEMY WHEN YOUR HIT POINTS DROP TO 0

ROAR OF TRIUMPH

WHEN YOU KILL AN ENEMY, ENEMIES IN 5 TAKE -2 PENALTY TO DEFENSE

RAMPAGE

CRITICAL HIT?! WELL, THROWN IN ANOTHER MELEE ATTACK!!!

NATURAL CUNNING

+3 AGAINST GETTING LOST

EQUIPMENT

PONYTAIL

HIDE VEST

BRACER OF WRISTLOJACKIMATOR

CLOVEN HOOVES

USE THESE FOR MELEE ATTACKS

POWERS

MELEE BASIC - AT WILL - STANDARD **+6 VS AC 1D6+6 DAMAGE**

RANGED BASIC - AT WILL - STANDARD **+0 VS AC 1D4 DAMAGE**

HOWL OF FURY - AT WILL - STANDARD **+6 VS AC 1D6+6 DAMAGE THUNDER**
AFTER YOU HIT, YOU HOWL OBSCENITIES IN A BLAST 3, AND INFLICT 2 DAMAGE TO ALL. IF YOU ARE RAGING, BUMP IT UP TO 5 DAMAGE.

JARRING SMASH - AT WILL - STANDARD **+6 VS AC 1D6+6 DAMAGE**

YOU HIT AN ENEMY, CAUSING THEM TO GRANT COMBAT ADVANTAGE FOR A TURN. IF YOU ARE RAGING, DEAL AN EXTRA 1D8 DAMAGE CAUSE RAAAAAAGE!

ESCALATING VIOLENCE - ENCOUNTER - STANDARD **+6 VS AC 2D6+6 DAMAGE**

IF YOU HIT, AND THEN TAKE DAMAGE BEFORE YOU NEXT TURN, GET +2 TO ATTACK

GORING CHARGE - ENCOUNTER - STANDARD **+8 VS AC 1D6+6 DAMAGE CHARGE**

RAM YOUR EYEBROW INTO AN ENEMY AND KNOCK THEM ON THEIR SORRY BUTT!

THUNDER HOOVES RAGE - DAILY- STANDARD **+6 VS AC 3D6+6 DAMAGE RAGE**

IT BEGIIIIIIINS!

SEEING WHAT YOU HAVE BECOME, YOU GO INTO A BESERK RAMPAGE.

IF YOU MISS, NO BIG DEAL, IT'S HALF DAMAGE.

HIT OR MISS, THERE IS NO TURNING BACK, IF YOU MOVE THROUGH ONE OR TWO ENEMIES ON YOUR TURN, AND THEN ATTACK THEM, ADD 1D6 DAMAGE IF YOU HIT.



Greyfarn

THE GREAT WIZARD LEVEL 1 ANCIENT WIZARD

AC **15**

FOR **10**

REF **15**

WIL **14**

STR **8**

CON **10**

DEX **11**

INT **20**

WIS **15**

CHA **12**

MOD **-1**

MOD **0**

MOD **0**

MOD **5**

MOD **2**

MOD **1**

HP **/20**

BLOOD **10**

SURGES **6**

VALUE **5**

INITIATIVE **0**

SPEED **6**

PASS PER **12**

PASS INT **12**

ACROBATICS **0**

ENDURANCE **0**

PERCEPTION **2**

ARCANA **10**

HEAL **2**

RELIGION **12**

ATHLETICS **-1**

HISTORY **12**

STEALTH **0**

BLUFF **1**

INSIGHT **2**

STREETWISE **1**

DIPLOMACY **6**

INTIMIDATE **1**

THIEVERY **0**

DUNGEONEERING **2**

NATURE **2**

ACTIONS POINTS **1**

FEATURES

ASTRAL MAJESTY

+1 DEFENSE AGAINST ATTACKS FROM BLOODIED CREATURES

ASTRAL RESISTANCE

RESIST 5 NECROTIC AND 5 RADIANT

CANTRIPS

USE LIGHT, MAGE HANDS AND PRESTIDIGITATION TRICKS

MEMORY OF 1000 YEARS

IF YOU MAKE AN ATTACK, SAVE OR CHECK YOU DISLIKE, YOU CAN ADD 108

EQUIPMENT

CLOTH ROBES

QUARTERSTAFF

READING SPECTACLES

YOU CAN READ ANY LANGUAGE, CAUSE YOU'RE THAT OLD

POWERS

MELEE BASIC - AT WILL - STANDARD +1 VS AC 1D8+1 DAMAGE

RANGED BASIC - AT WILL - STANDARD VS AC 1D4 DAMAGE

HYPNOTISM - AT WILL - STANDARD +5 VS WILL CHARM

CHOOSE A TARGET IN 10 SQUARES. EITHER SLIDE THE TARGET UP TO 5 SQUARES, OR MAKE THE TARGET ATTACK WITH A BASIC MELEE +4 ON CREATURE OF YOUR CHOICE

MAGIC MISSILE - AT WILL - STANDARD FORCE

FIRE A MAGICAL 7 DAMAGE OF HURT AT A TARGET IN 20 SQUARES

PHANTASMAL ASSAULT - AT WILL - STANDARD +5 VS WILL 1D8+5 PSYCHIC

YOU SPOOK AN ENEMY INTO GRANTING COMBAT ADVANTAGE AND IT CAN'T MAKE OPPURTUNITY ATTACKS UNTIL THE END OF YOUR NEXT TURN

CHARM OF WRATH - ENCOUNTER - STANDARD +5 VS WILL 1 TARGET IN 10

HIT: SLIDE THE TARGET UP TO 6 SQUARES, AND DAZE. EFFECT: THE TARGET MAKES A BASIC MELEE AGAINSTA CREATURE OF YOUR CHOICE AND ADDS +2 TO DAMAGE

ILLUSORY OBSTACLES - ENCOUNTER - STANDARD +5 VS WILL BURST 1 IN 10

HIT: TARGET IS DAZED FOR A TURN. MISS: TARGET IS UNABLE TO CHARGE FOR A TURN

FOUNTAIN OF FLAME - DAILY - STANDARD +5 VS REFLEX BURST 1 IN 10 FIRE

HIT: 3D8+5 DAMAGE MISS: 1/2 DAMAGE EFFECT: CREATES A 5 FIRE DAMAGE ZONE

SLEEP - DAILY - STANDARD +5 VS WILL BURST 2 IN 20 CHARM

HIT: SLOWED SAVE ENDS FAILED SAVING THROW: UNCONCIOUS MISS: SLOWED SAVE ENDS